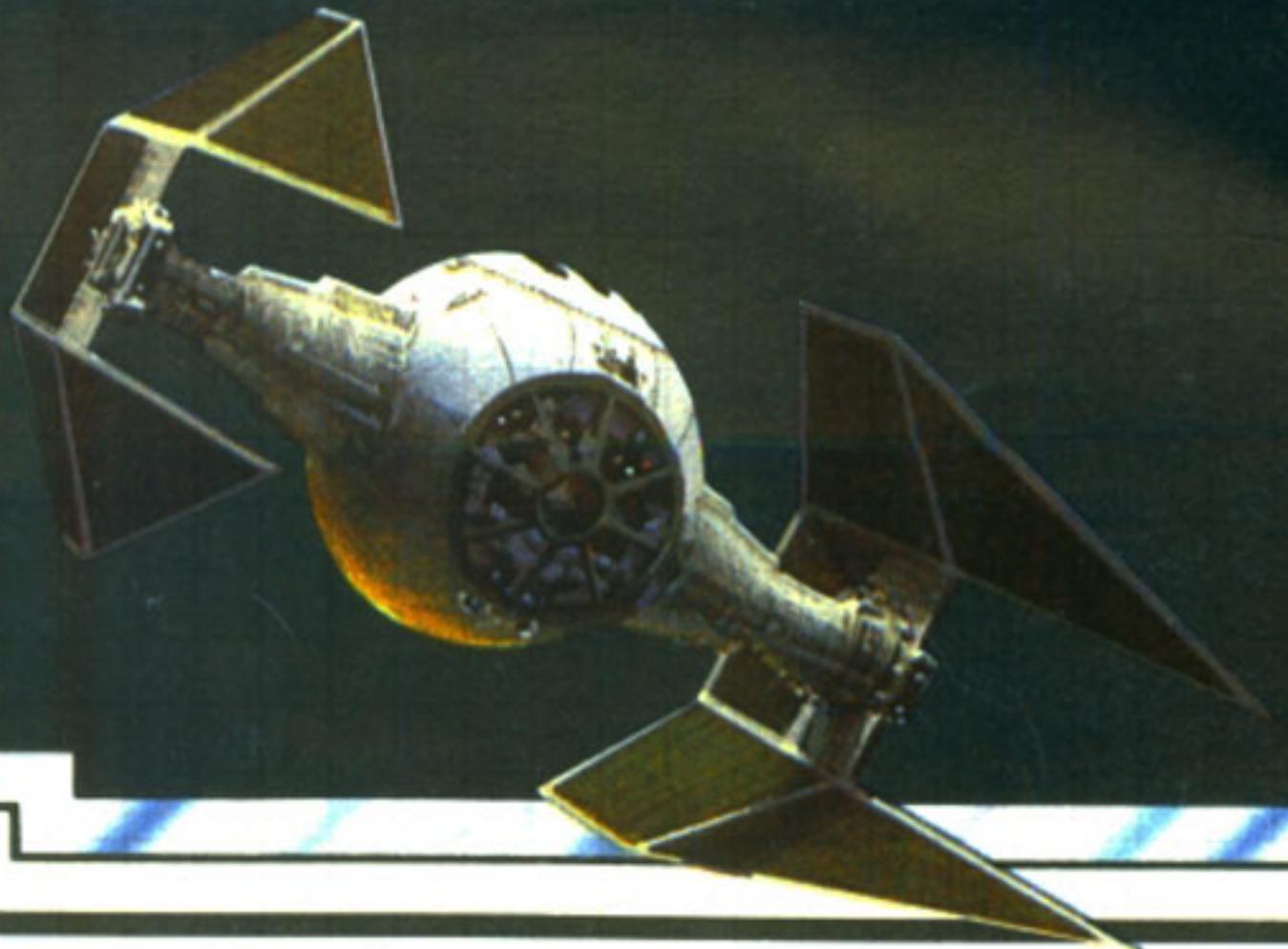


A VIDEO  
GAME CARTRIDGE FROM  
 PARKER BROTHERS



**STAR WARS**  
**RETURN OF THE JEDI**  
**DEATH STAR BATTLE** ® \*TM

FOR ATARI 2600,™ SEARS VIDEO ARCADE,™  
AND OTHER COMPATIBLE SYSTEMS.

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## OBJECT

Your ultimate goal is to destroy the sinister DEATH STAR before the EMPIRE completes its construction! But reaching this powerful space station won't be easy. First, shoot down a relentless swarm of TIE INTERCEPTORS as they pursue your ship, the MILLENNIUM FALCON, across the galaxy. Then, with split-second timing, slip through one of the random openings in the DEATH STAR's energy shield! Blast as much of the space station away with your lasers as possible—while avoiding the destructive, heat-seeking DEATH RAY. Then, one quick shot to the DEATH STAR's energy core and POW! The DEATH STAR turns into an incredible burning mass, bursting into hundreds of blazing fireballs. And the heat's not off until you escape their fury! But if you do, then you're ready for another round with the infamous DEATH STAR!

## SETTING THE CONSOLE CONTROLS

1. Since this is a one-player game, plug the joystick controller firmly into the **LEFT** controller jack.
2. To select a game number (see **GAME SELECTION** box), press down the **GAME SELECT** switch on the console. The game number will appear at the bottom, right-hand side of the screen.
3. Set the **DIFFICULTY** switches:  
**LEFT DIFFICULTY switch**  
Position A (Expert): Your MILLENNIUM FALCON will explode when it collides with TIE INTERCEPTORS.  
Position B (Novice): Your MILLENNIUM FALCON will not collide with TIE INTERCEPTORS.  
**RIGHT DIFFICULTY switch**  
Position A: The DEATH RAY moves across the entire length of the screen.  
Position B: The DEATH RAY only moves from one side of the DEATH STAR to the other.
4. Press down the "FIRE" button on the joystick and you're ready to start the action.

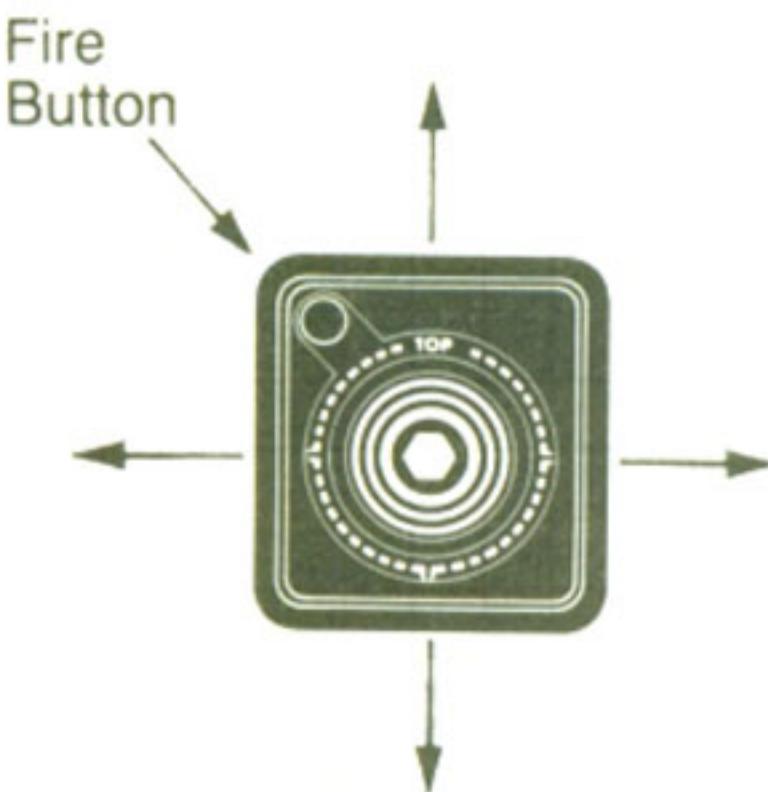


## THE JOYSTICK

Hold the joystick in your hand so that the red "FIRE" button is in the top, left-hand corner. The joystick moves left, right, up, down, and diagonally. These are the directions in which you may guide your ship.

## THE "FIRE" BUTTON

To fire your lasers, simply press down the red "FIRE" button on the joystick. Each time you press this button, your ship will fire one laser shot. To achieve rapid fire succession, hold down the "FIRE" button.



## PAUSE MODE

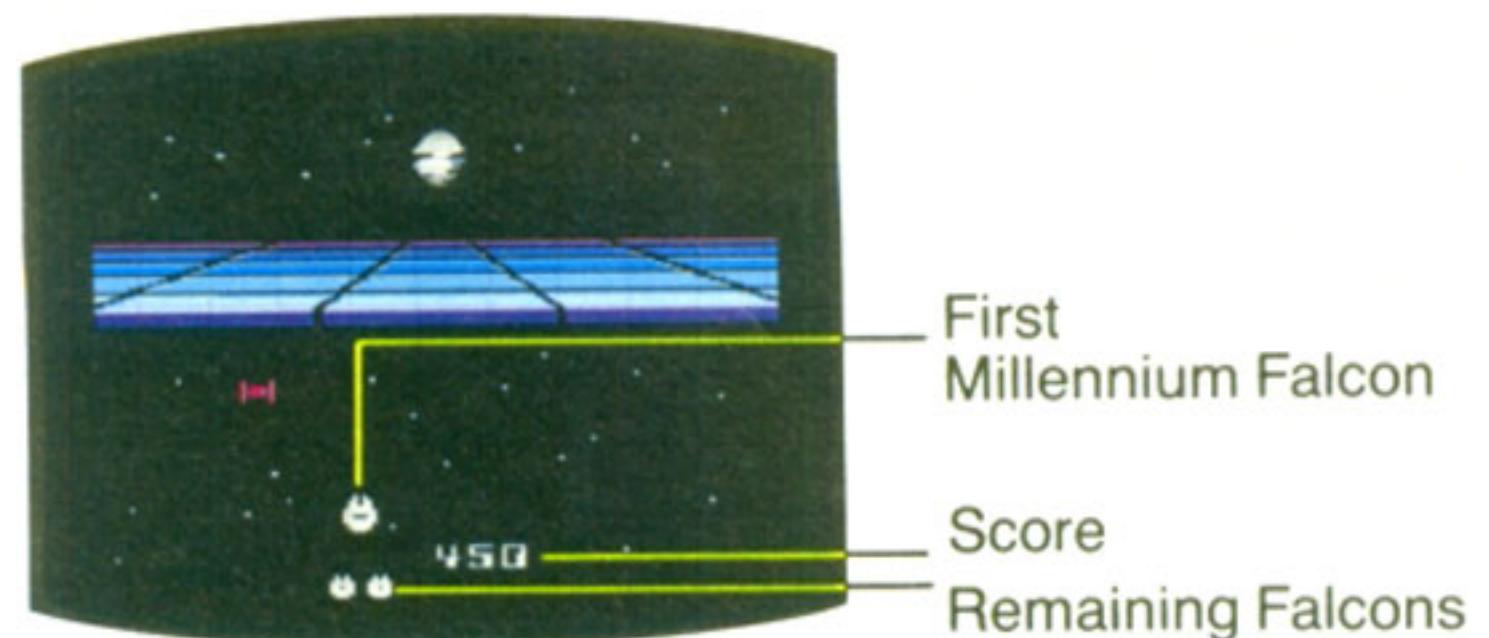
If, at any time during game play, you wish to "freeze" the action, press down the **GAME SELECT** switch once. The screen images will disappear. To restore the game, simply press down the "Fire" button once or move the joystick. **NOTE:** If you press the **GAME SELECT** switch while a tune is playing, you will hear a continuous sound. When possible, wait until the music has ended before activating the **PAUSE MODE**.

**THE GAME WILL AUTOMATICALLY ENTER THE PAUSE MODE IF NOT PLAYED FOR MORE THAN 4 MINUTES.**

## PLAYING

Before pressing down the “FIRE” button to begin the game, you’ll notice that the TIE INTERCEPTORS are flying away from your ship. They’re heading back to the DEATH STAR in order to regroup for the forthcoming battle.

When you press the “FIRE” button, your first of six MILLENNIUM FALCONS will appear in the lower, center portion of the screen. The remaining MILLENNIUM FALCONS are shown at the bottom of the screen.



Try to shoot down as many TIE INTERCEPTORS as possible before they blast you with their lasers, or speed off and circle back for another attack. And keep a look out for the ever-searching DEATH RAY!

Eliminate a number of TIE INTERCEPTORS and you’ll notice random openings appearing in the DEATH STAR’s energy shield. When the shield’s outermost gray energy band is deactivated, and there is an opening in the shield, guide your ship through it. Upon penetrating this opening, you’ll enter into hyperspace and arrive at the DEATH STAR.

Fire your lasers at the DEATH STAR in order to knock out pieces of its outer wall. But beware of the DEATH RAY! It will track your every move, trying to destroy your ship. Eliminate as much of the DEATH STAR as possible (to maximize your bonus points), before you finally aim and fire on the energy core. When you hit it, be ready to outrun the explosion of fireballs before they reach your ship!

## THE DEATH STAR

As the game begins, you'll see that the DEATH STAR is rebuilding itself piece by piece. If it is completed, all will be lost. The DEATH RAY will become fully operational and will destroy all of your remaining MILLENNIUM FALCONS.

## TIE INTERCEPTORS

Out-flying and out-shooting these IMPERIAL warriors is no small task. They approach your ship in droves, firing their lasers one after the other. If your ship is hit by their fire, you lose it. But if you blast them with yours, you gain 50 points for each one you shoot down. When the game is over, the TIE INTERCEPTORS head back to the DEATH STAR to regroup.

## THE ENERGY SHIELD

This is what stands between you and the DEATH STAR! But penetrating it is not impossible—just tricky. You'll notice that at the edge of this shield there is a thin gray band of energy. This band will intermittently appear and disappear. When it does disappear, and there is a black hole in the energy shield, guide your ship to the opening and slip through it. Beware! If you hit the gray band while it is activated, you'll lose your ship.

## THE IMPERIAL SHUTTLE

Aboard this shuttle rides a well known figure—THE DARK LORD! Eliminating this transporter won't be easy. But with the right moves and good aim, you can beat it at its own game! Randomly throughout the battle, you'll hear a "warning" sound. This means that the IMPERIAL SHUTTLE is approaching. If it collides with your MILLENNIUM FALCON, your ship is destroyed. But one well placed laser shot to its upper body and you'll vaporize this SHUTTLE in its tracks! YOU GAIN 3000 BONUS POINTS!

## THE DEATH RAY

Always be on the lookout for the DEATH RAY! It's that small green shape that's continually moving about the DEATH STAR. While you're busy fighting off TIE INTERCEPTORS outside the energy shield, or knocking out pieces of the DEATH STAR itself, the DEATH RAY ruthlessly tracks you. If this evil ray strikes your ship, you're a goner!

## HYPERSPACE

Hold on tight! Once you make it through an opening in the energy shield, your ship streaks across the galaxy to the DEATH STAR— now many times larger than it looked before!



there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mass with fireballs spewing out in all directions.

## DESTROYING THE DEATH STAR

Finally, your chance to rid the galaxy of this evil fortress! But keep your wits about you. There are still TIE INTERCEPTORS pursuing your ship. And

there's the IMPERIAL SHUTTLE, too. Fire your lasers at the DEATH STAR's walls, knocking out as many pieces of it as you can. For each piece you hit, you gain 20 points. The more you knock out before you hit the energy core, the more points you gain when the fireballs start flying. Knock out all of the pieces, except the core, and you gain an extra MILLENNIUM FALCON. Hit the core and the DEATH STAR becomes a glowing red mass with fireballs spewing out in all directions.

## FIREBALLS

These fireballs are more than hot—they're DEADLY! It only takes one to blow your ship apart. But the trick is to avoid them for as long as possible. The longer you do, the higher your bonus points.

## ROUND PROGRESSION

As you progress from round to round, the following will occur after each 10,000 points are scored:

- A. TIE INTERCEPTORS will fire more often.
- B. The DEATH RAY will seek more rapidly.
- C. The rate of construction on the DEATH STAR will increase.
- D. The number of openings in the energy shield will decrease.

## END OF GAME

The game ends when you have lost all of your MILLENNIUM FALCONS. Begin another round by pressing down the "Fire" button.

## **180-DAY LIMITED WARRANTY**

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

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2. Proper Delivery: The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
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## GAME SELECTION BOX

Game Number	Difficulty Level
1	Beginner level.
2	Advanced level.

**NOTE:** In Games 1 and 2, the difficulty level is automatically increased every 10,000 points scored and you are awarded a bonus MILLENNIUM FALCON at that time.

If you should have any difficulty operating or playing **DEATH STAR BATTLE**, call our Electronic Service Department at these toll-free numbers:

In Massachusetts 1-800-892-0297  
All other states 1-800-225-0540  
(Not available in Alaska, Hawaii, or Canada.)

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

In the United Kingdom: Palitoy Games, Owen Street, Coalville, Leicester, LE6 2DE England.

In Canada: Parker Brothers, P.O. Box 600, Concord, Ontario, Canada L4K1B7.